SEGA™

SEGA CD™

# ETERNAL CHAMPIONS™

## CHALLENGE FROM THE DARK SIDE

OFFICIAL SEGA SEAL OF QUALITY

DEEP WATER™

MATURE M™ AGES 17+

4427

# Warnings

**READ BEFORE USING**
**YOUR SEGA VIDEO GAME SYSTEM**

## Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

## Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

## About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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# THE LEGEND

# THE BEGINNING

THE TAO THAT CAN BE TOLD IS NOT THE ETERNAL TAO. THE NAME THAT CAN BE NAMED IS NOT THE ETERNAL NAME. - TAO TE CHING

The story begins at the first moment of time. The Earth stands in chaos. Life has not begun to occur. Dead rock, steam and lava flow from all directions. In the deepest part of the sea there is a sudden explosion. Three bolts of energy rise from the deep sea floor. One gold and purple bolt rises into the sky and streaks toward the North Pole. A red and gray bolt rises in a cloud of steam and fire, then moves toward the South Pole. The final bolt is bright white and again rises from the sea, but this time it falls back and the Earth becomes alive, driven by this tremendous force.

The gold and purple bolt stops directly over the largest mountain on the top of the Earth. It hovers, then smashes down with tremendous force. The resulting explosion leaves a mysterious complex, and miles of summer-like trees and streams surrounded by the eternal white of the polar snow. This complex comes to be known as the Eternity Complex, and its master becomes named the Eternal Champion.

The Eternal rises into the sky from his newly-formed complex. He doesn't know what drives him forward, except a sense that time is already running out. He can feel his energy being taxed and drained from the vast length of time. The Eternal Champion begins to circle the globe. Each rotation of the Earth brings greater speed until the Eternal is moving forward through time.

As the Eternal journeys forward in time, he sees certain lives being taken without reason. Some of these losses have a catastrophic impact on the balance between good and evil. Unless the Eternal stops this trend, the loss of these key individuals will result in a complete corruption of the time cycle itself, with the balance residing in infinite darkness. The Eternal Champion must act without delay.

It begins with the first champion, Slash, who comes from the era of the caveman. The year is 50,000 B.C. and Slash is about to be stoned to death by a mistrustful tribe jealous of his mental skills. The Eternal rescues Slash one instant before death, sending him to the safety of the Eternity Complex.



Once every few cycles around the Earth, the Eternal finds a new champion to rescue. In the year 110 B.C. he finds Trident, a genetically-engineered warrior created by the people of Atlantis to be their protector. Trident is nearly killed in a battle to determine the fate of Atlantis. Next comes Xavier Pendragon, from 1692 A.D., the time of the Salem witch hunts. Xavier was wrongly accused of witchery due to his mastery of science.

When the Eternal Champion approached the year 1899 A.D., he rescued Jetta Maxx, a Russian circus performer who was nearly killed by a terrorist while performing in China. In the year 1920 A.D., the Eternal rescued Larcen Tyler, the best cat burglar in Chicago during the time of the mobsters. Larcen was tricked into carrying an explosive, and would be framed for his own death as well as the deaths of innocent bystanders.

The Eternal quickened his pace as he felt the imbalance growing. The world was changing for the worse. Mankind was losing its human spirit and allowing technology to do all its work. This shift was weakening the Eternal, so he had to hurry toward the end of time, where the contest was to occur.

When the Eternal approached the year 1993 A.D., he found a remarkable woman named Shadow Yamoto about to fall to her death. He rescued her, since her survival would mean the destruction of a corporate assassin program that had been growing for years.

After several more rotations, the Eternal Champion got to the year 2100 A.D. and found Mitchell Midleton Knight, better known as Midknight. Midknight was unlike the other champions. He had a disease that made him appear to be a vampire. But he refused to kill like one. He was a brilliant scientist, and had created the vampire-like virus. If he lived, he would be the only human who could stop it from spreading over the world.

The Eternal Champion grew weaker still during the final portion of his travel. Concerned that he might not be able to complete the journey, he could take time to save only two more champions. In 2030 A.D., the Eternal found Jonathan Blade, a bounty hunter whose temper matched his huge size. A betrayal by the government that he had served all his life would have killed him had it not been for the Eternal's intervention.

R.A.X. Coswell, the final champion, was taken from the year 2345 A.D., during the last days of mankind's existence. He was the perfect example of the loss of human spirit. He was the best kickboxer of his generation, but the crowd thirsted for more. R.A.X. was forced to get cybernetic enhancements that left him more cyborg than human. The Eternal spared his life because R.A.X., even in his robotic form, refused to have his human spirit broken. After R.A.X., the Eternal grew too weak to continue. He returned to the Eternity Complex with all the champions he had collected.

The contest begins just seconds before the end of time. The result will decide the final balance of good and evil. The Eternal has only enough strength to restore one champion to life, seconds before his or her death, so that the champion can use his or her foreknowledge to survive and build a different, better future. The contest is the Eternal Champion's method of ensuring that the strongest champion is chosen for the gift of life. All the others will return to their prior fates. So the contest begins.

The problem was that each time the contest was held and a noble winner chosen, the future remained in imbalance. The contest was forced to begin anew. This infinite loop would have gone on forever, had it not been for the appearance and intervention of the Dark Champion.

## DARKNESS ENTERS

THE SECRET SITS: WE DANCE AROUND IN A RING AND SUPPOSE, BUT THE SECRET SITS IN THE MIDDLE AND KNOWS. - ROBERT FROST

The Dark Champion always had the advantage. Since he manifested after the Eternal Champion had departed the complex, he had the exclusive knowledge of their coexistence and used this to his advantage. The first imbalance he designed was to hide four champions from the Eternal so the contest would never be completed. As with the other champions, these four persons were killed before they could fulfill their destinies.

The first hidden champion was Ramses III, a Pharaoh from the year 1151 B.C. Ramses died under mysterious circumstances, which, unlike the others, seemed to implicate the Dark Champion. The second victim ruled the sea in 1566 A.D. as a famous female pirate named Riptide. The third victim was Raven Gindar, a voodoo priestess from the year 1820 A.D., who had the power to control time and aging. Despite this power, Raven was slain and hidden by the Dark Champion. Finally, the last hidden champion was Dawson McShane. Dawson was a successful Scottish gambler and western sheriff from the year 1849 A.D., traveling the globe to find his fortune and fight for justice. The Dark Champion claimed his life right before Dawson would have found his place in history during the Gold Rush in the Old West. As single lives, the effects of these champions were minimal. But as a collective force, they kept the Eternal Champion's contest locked in infinite ruin.

The Dark Champion allowed the Eternal to find the missing four champions needed to hold a proper and true contest, thereby freeing himself to use his power more forcefully than as a mere deception. The Dark Champion applied his power to distorting the Eternal's contest to one of hate and evil, rather than one of noble attempt. The code of Bushido, a practice of respect and honor, was perverted into a battle of blood and ego.

This major shift will not go unnoticed by the Eternal. After many destructive battles, the contest finally gives way to the first face-to-face confrontation between the Eternal and the Dark Champion. Each of them, though weakened by the other, can manifest considerable power. The Eternal Champion calls upon the energy of animals to battle in many different forms, including a tiger, dragon, shark and falcon. Unlike the Eternal, who taps into the energy and beauty of nature, the Dark Champion uses the dark side of nature by tapping the forces of natural disasters. These include tornadoes, earthquakes, tidal waves, blizzards and many other violent forms. Just as it was with the contest, the struggle occurs over and over with the two Champions facing each other in mortal battle, infinite and unresolving. They must both exist in balance of the other; the resolution must come from another means.

The Dark Champion has hidden more than the Eternal could have guessed. There isn't just a single evil being waiting; instead, a direct person-to-person match exists and each must fight their battle apart and together. It has come time for not just the Eternal and Dark Champion to face their final battle, but for the final determination of the fate of mankind and a future of either darkness or light.

# THE FINAL CONTEST

WHEN THE WAY COMES TO AN END, THEN CHANGE. HAVING CHANGED, YOU PASS THROUGH. - I CHING

The entire contest has been based on correcting paradoxes after they have occurred. Hence, the final solution lies only in stopping the paradoxes before they occur; otherwise the eternal challenge will remain forever in an infinite loop. Both sides have the power to make this happen, but only one can succeed. The other side will be forced to accept its final, twisted fate.

To solve a paradox before it happens, the champions or infernals must return to their respective time zones, before their deaths, and fulfill their destinies. All members of either side must clear their paradoxes so that all the members can return together and forever.

This task would be straightforward if it weren't for the stubbornness of time itself. Time is the only constant in the universe , and it doesn't take kindly to manipulation by outside forces. When champions or infernals return to their native time, they will find that they are now combined with what was and what they are. This sets off an instability within the time stream. Occasionally, it causes a random paradox, turning the victims into a swirl of colorful energy, without shape or form, unable to affect the material world.

Because of this, the contest has changed from a challenge to the individual to a battle between teams of light and darkness. Each team member must work with the others, joining forces across the great span of time to fix each other's destinies.

Another problem complicates their task. When a time paradox has been fixed by one side's member, the matching member from the other side will become trapped in an infinite time distortion, unable to move or act. This condition remains until either the paradox has been recreated by another visit from that member's partners, or until all time paradoxes have been sealed.

Sealing all time paradoxes clears all time distortions and returns the losers to their deaths. Both sides must send the right mix of the past, current and future members to each time zone. They must use their strength, exploit the other side's weakness, work as a team and accomplish the paradox correction in the shortest amount of time. The side that does this first and best will slowly paralyze the other, eventually sending them back to their deaths.



This, in effect, creates a game of chess in which the Eternal and Dark Champion move their growing and shrinking armies across an ever-changing board called Chaos. The final result of the battle is yet to be determined, and in a sense it may never truly be over. Even after one side wins, the losing team members will be replaced by a new generation, slow to grow but ready to revenge the loss of the prior comrades.

As the title Eternal Champion suggests, the battle itself is forever. What matters is which side holds the current advantage, bringing either prosperity or grief with its respective victories. Only the stalemate, leading both sides to destruction, must never occur, because in the middle of both extremes is Chaos, the greatest evil that humanity faces.

TIME: A TRUER IMAGE OF THE WORLD, I THINK, IS OBTAINED BY PICTURING THINGS AS ENTERING INTO THE STREAM OF TIME FROM AN ETERNAL WORLD OUTSIDE, THAN FROM A VIEW WHICH REGARDS TIME AS THE DEVOURING TYRANT OF ALL THAT IS. - BERTRAND RUSSELL

# GREETINGS

I AM THE ETERNAL CHAMPION.

MY PURPOSE IS TO MAINTAIN THE BALANCE BETWEEN GOOD AND EVIL, LIGHT AND DARKNESS, HOPE AND DESPAIR. HOWEVER, THE BALANCE HAS BEEN LOST. SOON THE VERY FABRIC THAT HOLDS THE WORLD TOGETHER WILL BE TORN APART.

YOUR FUTURE, MY PRESENT, HAS BEEN DESTROYED BY A CRUEL AND UNJUST TWIST OF FATE. NINE INDIVIDUALS FROM VARIOUS PERIODS IN TIME WERE KILLED BEFORE THEIR LIVES COULD AFFECT THIS DARK EXISTENCE.

I HAVE SPENT CENTURIES HARNESSING MY POWER FOR THIS SPECIAL EVENT I AM ABOUT TO CALL - AN EVENT THAT WILL CHALLENGE THESE NINE AGAINST EACH OTHER FOR THE CHANCE TO BRING BALANCE TO THE WORLD. EVEN WITH THE POWERS I GAINED FROM THE MARTIAL ARTS MASTERS THAT LIVED BEFORE ME, I CAN ONLY REWARD ONE OF THESE INDIVIDUALS WITH THE GIFT OF LIFE. EACH CAN HAVE AN EQUALLY PROFOUND EFFECT ON THE FUTURE.

AT THE END OF THIS CONTEST, ONLY ONE WILL REMAIN. THE VICTOR WILL BE RETURNED TO LIFE JUST A FEW SECONDS BEFORE DEATH, WITH THE OPPORTUNITY TO AVOID THE PAST WITH THE KNOWLEDGE THE CHANGE THE FUTURE.

THE BALANCE BETWEEN GOOD AND EVIL LIES IN MY HANDS, BUT I NEED YOUR ASSISTANCE. YOU MUST LET THE WORLD KNOW THAT THIS CONTEST IS BEING FOUGHT TO SAVE ALL OF HUMANITY.

LET THE CONTEST BEGIN . . .



# PREPARING FOR BATTLE

# SETTING UP YOUR SEGA CD

Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals. Then:

1. Plug a controller into control port 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   *NOTE —*
   *If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.*
3. Open the disc tray or CD door. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press **Start** on your controller to begin the game.

   If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A**, **B** or **C** to begin.

   *NOTE —*
   *If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.*
5. Watch the opening scenes, that reveal the mysterious ways of the Eternal Champion at work. (At any time you can press **Start** to immediately skip to the Main Menu.)
6. After the opening scenes, the Title screen and Main Menu appear. Use the Main Menu to begin setting up your game. Instructions start on page 13.

# SETTING UP FOR QSOUND

QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

## Balance

If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

## Speaker Placement

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.

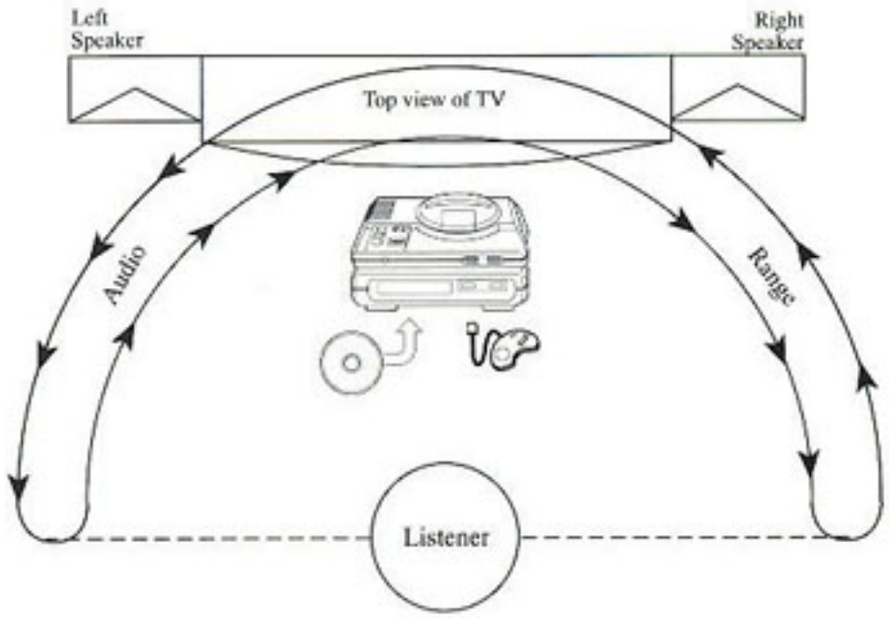
*Right.*
*Position speakers on the same plane, at the same height and angle.*

*Wrong.*

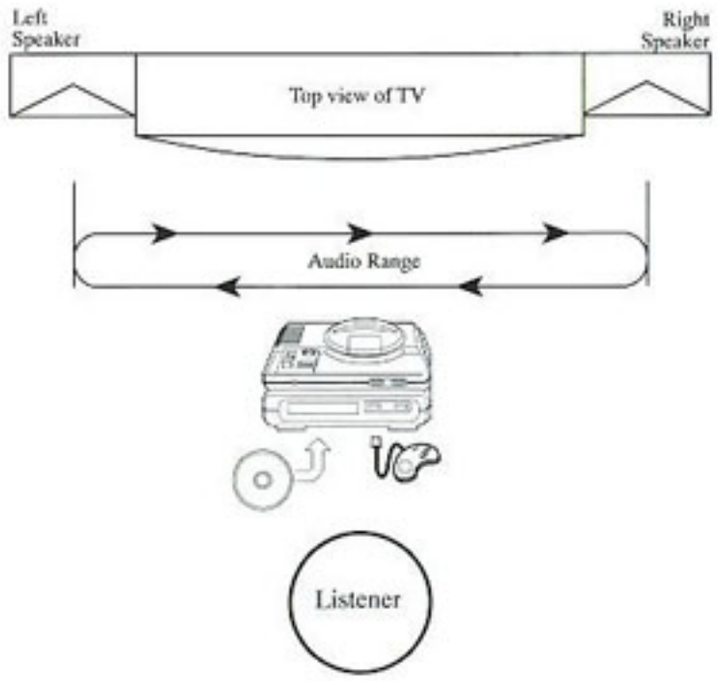
## Speaker Cabling

For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

*Sega CD Software with QSound Virtual Audio*




*Sega CD Software with Conventional Stereo*

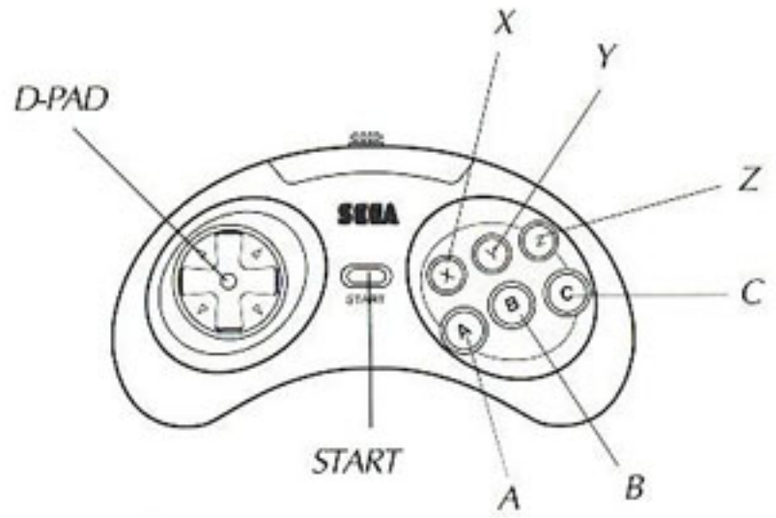





# COMBAT CONTROLS

These two pages describe the general controls for all fighters. Please see the Fighters and Fighter Moves section for each characters' unique moves.

## 6-Button Arcade Pad™



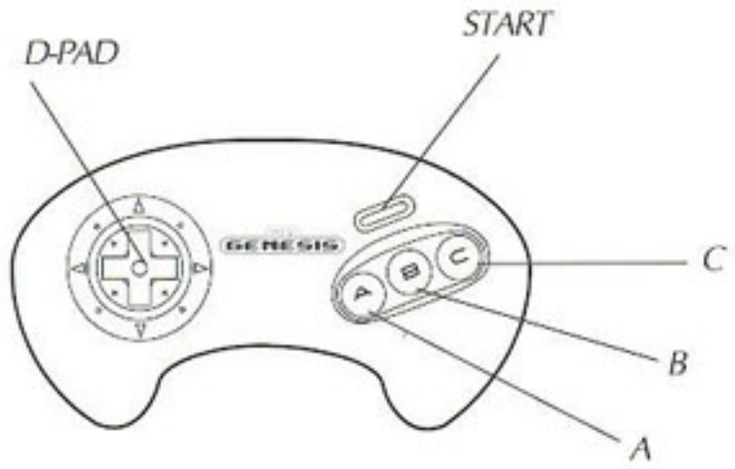

| KICKS | | PUNCHES | |
|---|---|---|---|
| **Button A** | Snap | **Button X** | Straight |
| **Button B** | Thrust | **Button Y** | Lunge |
| **Button C** | Wheel | **Button Z** | Swing |

**D-Pad** **Left/Right**: Move left/right
**Down**: Squat/crouch
**Up:** Jump

**Start** Pause/resume

*NOTE —*
*You can customize the button actions by using Controller Setup on the Game Options menu.*

## 3-Button Controller




| KICKS (SET 1) | | PUNCHES (SET 2) |
|---|---|---|
| **Button A** | Snap | **Button A (X)** Straight |
| **Button B** | Thrust | **Button B (Y)** Lunge |
| **Button C** | Wheel | **Button C (Z)** Swing |

**Start** Toggle between Set 1 and Set 2

| | | |
|---|---|---|
| **D-Pad** | **Left/Right:** | Move left/right |
| | **Down:** | Squat/crouch |
| | **Up:** | Jump |

| | |
|---|---|
| **Start + A + B + C** | Pause |
| **Start alone** | Resume |

*NOTE —*
*You can customize the button actions by using Controller Setup on the Main Menu.*



# SETTING OPTIONS

The Main Menu leads to all the sub-menus, from which you can set your game options and start the action. To use the menus:

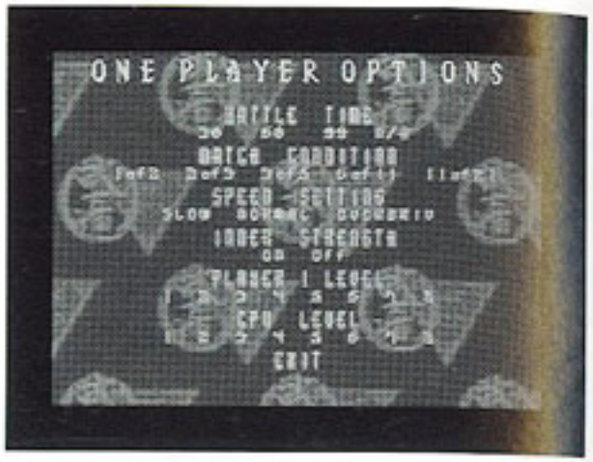
1. Press the **D-Pad** up/down to highlight an option.
2. Press it left/right to change an option's setting.
3. Press **Start** to go on to a sub-menu, return to a previous menu, or begin the game.

### Enter Contest (One Player)

Use the **D-Pad** to choose a warrior and a skill level: NEOPHYTE, WARRIOR or CHAMPION. Then press **Start** to see your opponent, randomly chosen by the computer. Press **Start** again to begin the battle.

To continue after losing a match, press **Start** before the countdown reaches zero.

## Enter Duel (One or Two Players)




Two friends can go head-to-head in a single match. Both players use their **D-Pads** to choose their warriors. Either player can select OPTIONS and press **Start** to bring up its menu and change the options settings.

- **Battle Time**
  Choose how long a match will last. Your choices are 30, 60 or 99 seconds, or an indefinite time (N/A). When the chosen time expires, the fighter with the fullest Life Bar wins the match.
- **Match Condition**
  Choose how many falls a fighter can take before losing: 1 of 2, 2 of 3, 3 of 5, 6 of 11 or 11 of 21.
- **Speed Setting**
  Set the speed of the action to SLOW, NORMAL or OVERDRIVE.
- **Inner Strength**
  Turn your warrior's Inner Strength Orb ON or OFF. (See the SCREEN INDICATORS page for a description of how the Inner Strength Orb works.)
- **Player Level**
  Choose from 1 (least skilled) through 8 (most skilled). The higher the number is, the more damage your fighter will cause with each hit.
- **CPU Level**
  Choose from 1 through 8.
- **Exit**
  Return to the Main Menu.



## Enter Tournament

Play through a complete tournament. First, choose a column of options:

- **Single Player**
  One player vs. the CPU.
- **Multi-Player**
  From two to 16 players, depending on the tournament. Players challenge each other and sometimes the CPU.
- **Team Player**
  From two to 16 players, depending on the tournament. Players form teams and challenge each other.

  *NOTE —*
  *Not every tournament type is available in every player mode.*

Next, choose your tournament type:

- **Single Elimination**
  Each player selects one fighter. Up to 15 computer-controlled opponents may compete. Contestants start out in the outer rung of the tournament tree and must battle their way from the preliminaries (or semi or quarter finals if less than 16 contestants) to the finals. A loss against any opponent means elimination from the tournament.)

  *NOTE —*
  *In both Single and Double Elimination tournaments, the top player is controller 1.*

- **Double Elimination**
  Similar to Single Elimination, with the addition that each fighter can lose **two matches** before being eliminated.

- **Round-A-Bout**
  Players take turns choosing from the stable of fighters, until all players have the same number of characters (from 4 to 18 each). Players then match off with their choices, and losing characters are eliminated from the contest. The player who defeats all the other player's characters is the winner.

- **Round Robin**
  Players take turns choosing from the stable of fighters until all players have the same number. Each player then begins at the first chosen fighter and battles the other player(s). A victory means the winner can advance to the next character. A loss means the players stays on the same character.

- **Dominator**
  First, players agree on a what constitutes a win domination. Next, each player chooses the specified number of fighters. Then the players battle it out, alternating characters before each fight. Each victory results in a win icon moving left or right on the win scale. When the win icon advances all the way to one side, that player wins. This is a kind of tug-o-war, where one player can win all but the last match needed, then the other player drags the win icon all the way back to the other side, only to have it pulled back again, and so on. Dominator tournaments could go on for days . . .



- **Survivor**
  The player or players choose a fighter, then face the CPU characters in single-round matches. After each fight, players who survive get back one-third of their health. Combat continues until one player loses or defeats all characters (not an easy feat!). In two-player competition, players alternate against the CPU until one player loses. If both players make it to the end, they fight each other in a tie-breaker.

- **Expert Survivor**
  Like Survivor, except the player or players amass points for each battle, depending on how well they do. Points are given for time remaining, killing the opponent, pulling off a power combo, and so on. In two-player tournaments, winners are decided by points rather than by how far they advance.

- **Point Match**
  All players or teams choose a group of fighters and then battle each other until all the characters on one side have fought all the characters on the other side. For example, in 3-on-3 situation tournaments, players fight a total of 9 battles. Players receive 100 points for each win. After all the battles have been fought, the points are totaled and a winner is declared.

- **Expert Point Match**
  Similar to Point Match, with the addition of points awarded for perfect wins, kills and power combos.

- **Sell-Your-Soul**
  Point Match with a twist. After all battles have been fought, each player's points are totaled. The percentage of wins is allotted to that player's health bar for one last battle, with a champion chosen to represent each side. For example, in a 9-battle situation, if one side wins 8 battles, that players health bar will be set to about 88%. The other player, who won one battle, receives 11% of full health. The last battle is fought, and the winner of decides the winner for each side.

- **Possession**
  Each player chooses characters, who then face off and do battle. Losing characters are not eliminated; instead, they're added to the winning side. The player who acquires all the characters wins.

- **Russian Roulette**
  Players are chosen, face off, and do battle. Losing characters are not necessarily affected, but their side definitely is. After a loss, the CPU randomly selects and blows away a fighter from the losing side. The team that survives, wins.

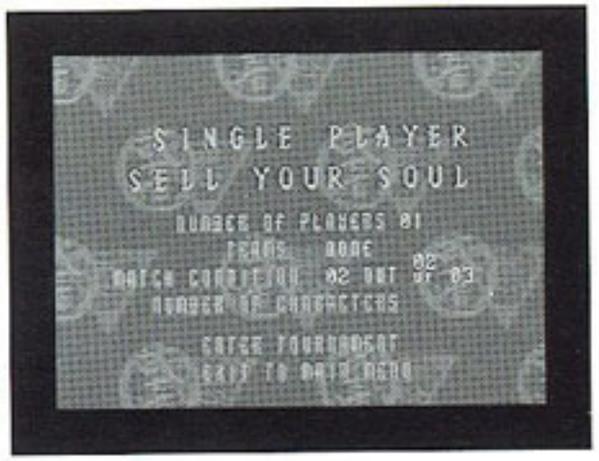
- **Sudden Death**
  Characters are chosen, face off, and fight. Battles are short: 30 seconds and 1 of 1 matches. Losing characters are eliminated. The surviving side wins.

- **Death Match**
  Players choose characters, and the players or sides face off. Battles are fought in Point Tournament style, except that characters, when killed, are removed from the battle. At the end of all the matches, the side with the most kills wins.

- **Count-Down**
  Similar to Survivor, except that characters race against time instead of health loss. Players must defeat all opponents within a pre-set time, or die trying.



After choosing a tournament, you can set some or all of these options:




- **Number of Players**
  Choose how many friends will take part.

- **Teams**
  Set how fighters in team play are grouped.

- **Match Condition**
  Choose how many falls a fighter can take before being eliminated.

- **Number of Characters**
  Choose how many fighters each player will have.

## Access Info

- **Biography**
  Read facts about each character. Press the **D-Pad** left/right to change the character; press it up/down to read the entire bio.

- **Storyline**
  Read the Eternal Champion's tale.

- **Credits**
  View the names of the crew responsible for this magnificent endeavor.

### Controller Setup

Use this option to change the actions of your controller buttons. The computer automatically goes to the Player 1 or Player 2 column, depending on which controller is being configured.

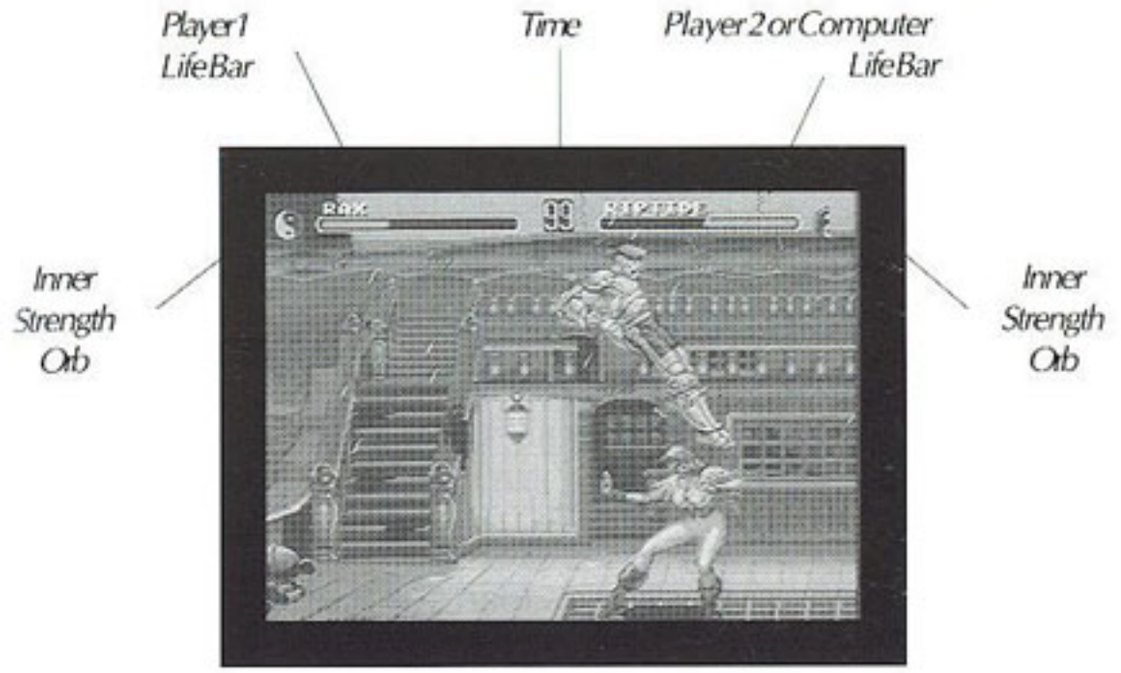
Highlight an action with the **D-Pad**, and then press the controller button you want to set that action to. Select EXIT to return to the Main Menu.

*NOTE —*
*The Sega 6-Button Arcade Pad is recommended for the best game play.*

- **Battle Time**
  Choose how long a match will last: 30, 60 or 99 seconds, or for an indefinite time (N/A). When the chosen time expires, the fighter with the fullest Life Bar wins the match.
- **Skill Level**
  Choose from 1 (least skilled) through 8 (most skilled). The higher the number is, the more damage your fighter will cause with each hit.
- **Game Speed**
  Set the speed of the action to SLOW, NORMAL or OVERDRIVE.
- **Exit**
  Return to the Main Menu.



## SCREEN INDICATORS




### Life Bar

Your Life Bar decreases every time you're injured, whether by a physical blow or a hit from an assailant's energy weapon. You can diminish your opponent's Life Bar with well-aimed attacks. When a Life Bar vanishes, that fighter is vanquished. There is no way to refill or restore your Life Bar, so make sure your opponent's Life Bar disappears faster than your own.

### Inner Strength Orb

Your Inner Strength Orb reveals how much strength you have. When the Orb is full, your powers are at their highest and you can perform all your special moves. But each attack consumes some strength. As the Orb diminishes, so does your ability to use special moves. Defend yourself with kicks, punches or dodges while the Orb regenerates. The Orb flashes when your strength is completely used up. For unlimited strength, set Inner Strength Orbs OFF on the Options sub-menu (see page 16).

# GAME SPECIALTIES

## Combinations

*Eternal Champions: Challenge from the Dark Side* has many fighting combinations. A combination is a series of unblockable hits (usually 3 or more) that are strung together by a skilled, creative player. You will see the CPU (or another player) doing these to you: watch carefully so you can learn how they are done. If you're on the receiving end enough times, you'll learn enough for some pay back.

Here's a tip for novice champions: most combinations start with a jumping attack and end with a Special or Skill move. (This is usually the case, although it is not the rule.) Some normal moves have built-in combinations of up to 3 hits; Special and Skill moves have as many as ten. The trick is mixing them together to do your enemy some real damage.

## Juggling

Juggling is another trick in the skilled player's repertoire. Juggling refers to hitting opponents, knocking them off the ground, then hitting them again while they are still in the air. This forces an unblockable hit, since the enemy cannot block while in the air. Juggling can compliment your combinations. You can also use it alone to add an extra hit or two that the enemy cannot block.

## Power Combo

The Power Combo is unique to *Eternal Champions*. It requires a very skilled player, and, when done successfully, rewards you with 10 seconds of unlimited strength. When you activate it (we won't tell you how), your Inner Strength icon changes to the Eternal Champions Bushido symbol, and you hear the Eternal Champion announce your accomplishment. When it's activated, don't hold back. Unlimited inner strength is a precious and fleeting gift.



## Vendettas

*The Dark Champion has entered the contest not only in physical form but spiritually as well. His evil influence is so strong that in the heat of battle, the otherwise noble participants can lose control and kill. The negative energies the contestants then exude both pervert the Eternal Champion's tournament (making him weaker) and further empower the Dark Champion. Welcome to the Dark Side.*

Vendettas are personal kills; that is, they are kills generated by one character against another. Each of the 13 characters has a Vendetta move, and they can be used against any of the other characters. We won't tell you how to do them, but we will tell you that they can be pulled off in combat, depleting your enemy's health bar and finishing the fight in a very brutal fashion! Beware — the CPU can do them to you as well!

## Cinekills

*Just as the Eternal Champion's keep is a place of honor and purity, the Dark Champion's chamber is a place of horror — a hell away from hell. From his nightmarish keep, the Dark Champion watches the contest, waiting for a moment of weakness on the battlefield. It is then that he strikes, spiriting a loser away, into his dark chamber. The Dark Champion then personally finishes off the losers, turning the contestants' greatest fears as lethal weapons against them. A contestant who makes it as far as the Dark Champion, and loses, faces the same dark fate.*

Cinekills are player-activated, similar to Vendettas, but require very skilled gameplay on the part of the victor. The winner who pulls it off is treated to a 3D rendered, full-motion-video kill of his enemy, compliments of the Dark Champion.

### Overkills

*Fighting can be dangerous, particularly in hostile environments. Unfortunately for the contestants, EVERY battlefield in the Eternal Champion's tournament is a hostile environment. If you end the fight in a certain way in just the right place, the loser becomes background soup. Crackers, anyone?*

Overkills, introduced in the first *Eternal Champions*, are back, easier to pull off and bloodier than ever. In addition, all new backgrounds and hidden backgrounds have overkills too. Hopefully, you will discover them when you are on the giving side, rather than the receiving.

### Sudden Deaths

*Being kicked into a giant fan or thrown into a neon sign as the coup de grace to a long, hard-fought battle can be tough. But being offed by the background while still a healthy participant? Now, that's harsh.*

Sudden Deaths are just what they sound like — sudden and fatal. They are background-related kills and all backgrounds (including the hidden ones) have them. Although harder to do than overkills, they can be activated whether the loser is still relatively healthy. Master these and ruin someone's day.

### Hidden Characters

There are 9 hidden characters, plus 2 other player-controlled surprises, somewhere in the game. Once a hidden character is found, he is yours to keep. The new character will be saved to ROM on the Sega CD, and will be added to the roster every time you turn on the machine. Some chidden characters come with new backgrounds (complete with background music, Overkills and Sudden Deaths), and others still have their own Vendettas. Of course, we won't tell you how to find them, but we will tell you this: play and play a lot . . . you're bound to stumble on one or two!



# FIGHTERS & FIGHTING MOVES

# BLADE

**Jonathan Blade**
**Bounty Hunter — 2030 A.D.**
**Kenpo**

Born in Syria, Officer Blade was dedicated in the extreme. He had one small problem: his temper. After thrashing an innocent suspect in New Chicago nearly to death, Blade returned to Syria to become a bounty hunter. His final case dealt with a rogue scientist who was threatening to release a deadly virus unless the Syrian government stopped all bio-research. Blade agreed to safely retrieve the vial containing the virus, on one condition: that the government would not interfere. But when Blade cornered the scientist in an alley, the government agents made their move. Laser fire filled the alley. The last thing Blade saw before he died was the smashed vial that had once contained the virus.

## Ratings

| | |
|---|---|
| SPEED: | ■■□□□ |
| ENDURANCE: | ■■■■□ |
| POWER: | ■■■■■ |
| RECOVERY: | ■■■□□ |
| DEFENSE: | ■■■□□ |
| EQUILIBRIUM: | ■■■■□ |



## Blade — Special Moves

All moves use default controls and assume opponent is to the right.

### STUN BEAM
**0% freeze**
Freezes opponent for a few seconds.

### STRAIGHT BLADE
**15% damage**
Weapon hovers momentarily, then attacks. Once attached, it cuts into the opponent before exploding.

### WILD FURY ATTACK
**Up to 16% damage (8 hits x 2%)**
Unleashes a flurry of powerful slaps to the opponent's chest.

### BACKFIRE
**Neutralizes Projectile**
Fires a tracking cursor that disables the opponent's ability to use projectiles.

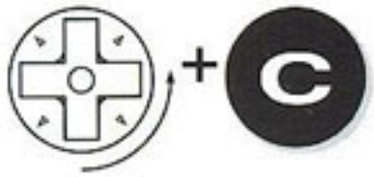
### PERSONAL SHIELD
**Damage Resistance**
Absorbs 50% of all damage inflicted upon Blade. Drawback: it can be overloaded by too many attacks, and implode.

### TRACKING BLADE
**15% damage**
Like the straight blade, with the added advantage that it auto-attacks.

### PROJECTILE CONTAINMENT FIELD
**slows projectiles**
Causes any projectiles fired at Blade to travel at half speed.

## Blade — Skill Moves

**SLICE 'N' DICE**
**Up to 16% damage (4 hits x 4%)**
With blades extended, the fighter attacks, slicing and dicing the opponent.




**LIGHTNING STRIKE**
**Up to 15% damage (5% + 10%)**
Charged with energy, Blade explodes forward with a high-velocity punch and kick.

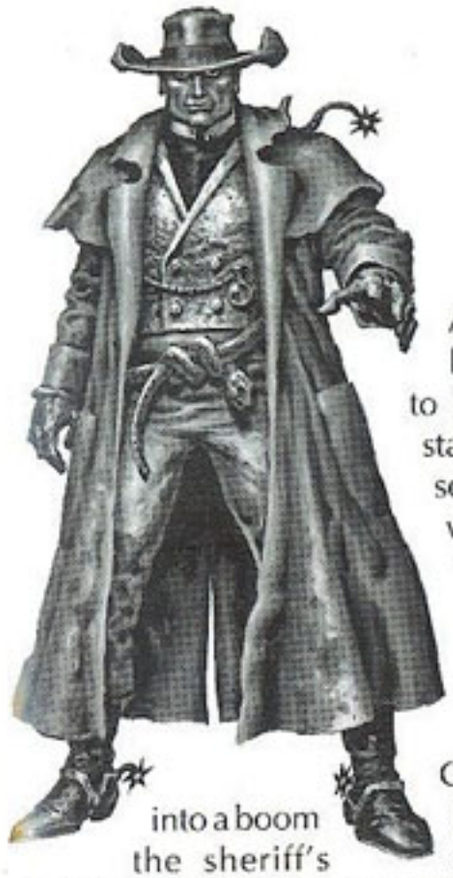
**BRICK WALL**
**12% damage + wall smash**
Blade uses his own mass and strength to rack the opponent.

**EXCESSIVE FORCE**
**Up to 15% damage (5 hits x 3%)**
Blade punches, kicks and batters the opponent with this 5-hit attack

## Kenpo

Kenpo teaches its disciples how to maneuver so that opponents unwittingly place themselves in vulnerable positions. It combines linear and circular moves, using intermittent power as needed. Like water, it flows through major and minor moves with fluid continuity. It is flexible in thought as well as action.



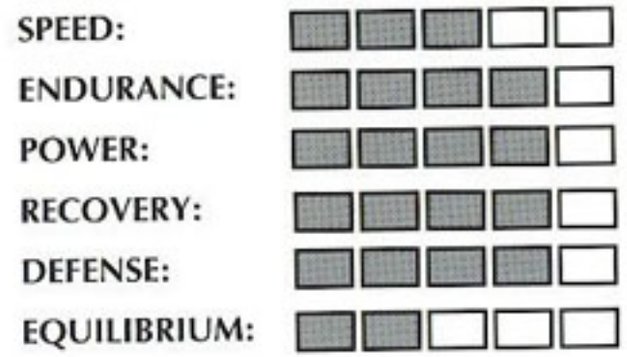


# DAWSON

**Dawson McShane**
**Gambler — 1849 A.D.**
**Shotowando**

A loner all his life, Dawson left his native Scotland at 15 to became a gambler. Constantly on the move, he relied on his fists to settle the disputes that arose from his frequent winning streaks. By the time he was 25, Dawson was infamous throughout the dens of Europe as the brawler who could break the bank and wreck the bar — in one evening. When Europe grew too small, Dawson set sail for the wild west, intrigued by news of the recent Gold Rush and high-stakes gambling. Riding into a boom town one day, Dawson saw a man setting fire to the sheriff's office. The arsonist ran, as Dawson pulled the half-dead sheriff from the inferno. Dawson promised to avenge the crime, and the dying lawman pinned a star to the Scotsman's vest. Dawson nabbed the criminal, a ruthless landowner named Jenkins, but was ambushed by Jenkins' men and strung up before he could bring the murderer in to justice.

## Ratings



## Dawson — Special Moves

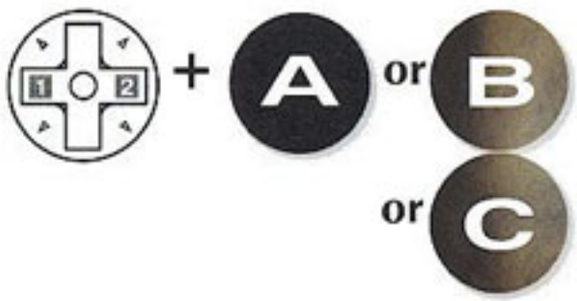
All moves use default controls and assume opponent is to the right.

### ROUND-UP
**Up to 20% damage (5 hits x 4%)**
A mean combination of a pony-tail strike, a tumble weed and a punch.

### RATTLE SNAKE BELT GRAB
**12% damage**
Using his snake belt like a lariat, Dawson snags his prey, then follows through with a punch.

### ROLL THE DICE
**13% damage**
Dawson balls up, dives diagonally, and bounces off the floor.

### TUMBLE WEED
**13% damage**
Dawson rolls forward in a tight ball, doing considerable damage.




### DUAL KNIFE THROW
**11% damage**
A pair of knives hidden in Dawson's sleeve become a double threat.

### SPIT ATTACK
**0% slow**
Tobacco spit splatters, sickens and slows the opponent.

### PONY TAIL STRIKE
**12% damage**
Dawson whips his pony tail around and forward for a raking effect.



## Dawson — Skill Moves

### GOLD STRIKE
**Up to 15% damage (5 hits x 3%)**
With blades extended, the fighter attacks, slicing and dicing the opponent.

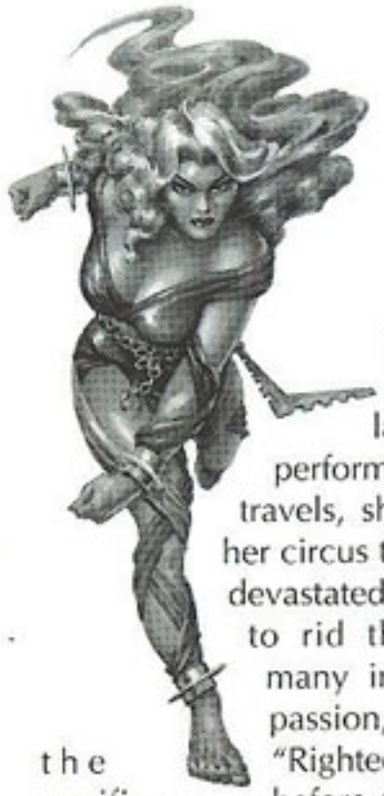
### GENTLEMAN'S QUARTER
**Up to 15% damage (6% + 9%)**
Charged with energy, Blade explodes forward with a high-velocity punch and kick.

### SPINNING AXE PICK
**Up to 16% damage**
**(4 hits x 4%)**
Dawson spins like a deadly, battering, human top.

### STEP OUT
**10% damage**
Slipping from one side to the other, Dawson delivers a tricky, painful stomp to the hapless opponent.

## Shotowando

This fighting art was designed and practiced by only one man, Dawson McShane. It combines shotokan, kickboxing, tai chi and barroom brawling. In his life, Dawson fought many good fights. When truly beat, he would often convince his opponent to reveal his fighting style and tactics. This unusual combination of martial arts, dirty tricks and old-fashioned fist-pounding made Dawson one of the most creative, cunning fighters of his day.



# JETTA

**Jetta Maxx**
**Circus Acrobat — 1899 A.D.**
**Savate & Pencak Silat**

Jetta was always a rebel. Born in Russia and cousin to Czar Nicholas II, Jetta traveled the world as a performer in a famous international circus. During her travels, she learned gymnastics and martial arts. In 1899, her circus troupe visited China. At that time, China was being devastated by the Boxer Rebellion, the attempt by the Chinese to rid their homeland of foreigners. Unfortunately, many innocent Chinese were dying. Spurred by compassion, Jetta decided to help infiltrate the Yihe Quang, "Righteous Harmony Fists," and persuade them to turn to the pacifism before the major foreign powers brought all their deadly forces to bear. Before Jetta was able to help effect a peaceful end to the fighting and change the history of China, she fell victim to an act of sabotage by a Yihe Quang radical. Her safety net and tension wire cut, Jetta plummeted to her death during the grand finale of a command performance for the Emperor of China.

## Ratings

| | |
|---|---|
| SPEED: | ■■■■■ |
| ENDURANCE: | ■■□□□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■■□□ |
| DEFENSE: | ■■■■□ |
| EQUILIBRIUM: | ■■■□□ |



## Jetta — Special Moves

All moves use default controls and assume opponent is to the right.

### WHIRLWIND KICK
**Up to 15% damage (5 hits x 3%)**
Jetta peppers her opponent with single-leg, multiple-kick attacks.

### PHASE
**Speed Burst**
Speeds up body molecules, letting Jetta move twice as fast. The speed lasts 10 seconds or until Jetta is hit.

### MOVING CORKSCREW
**8% damage**
Jetta spins on her toes, left or right, slicing with hand blades.

**Spin left**

**Spin right**

### BLADERANG
**10% damage**
Jetta throws a boomerang for one or two hits.

**1 hit**

**2 hits**

### FLYING CHOKE HOLD
**up to 15% damage**
Jetta throws her sleeve around the opponent's neck and pulls upward.

### RESONATE
**Super Speed Burst**
On contact, Jetta causes a non-blocking opponent to shake uncontrollably and respond poorly to the **D-Pad**. Possible only while phased.

### CEILING CLIMB
**up to 20% damage (3% + 3% + 3% + 11%)**
Jetta grabs onto the ceiling, hurls a bladerang, then falls in a Death Dive.

## Jetta — Skill Moves

**CORKSCREW UPPERCUT**
**Up to 15% damage**
**(1% + 2% + 3% + 4% + 5%)**
Jetta combines her fantastic speed with a corkscrew and an uppercut.

**GYMKATA**
**Up to 15% damage (5 hits x 3%)**
A powerful 5-strike attack.

**POWER BURST**
**10% damage**
Banging her bracelets together, Jetta sends an energy burst back and forth.

**RICOCHET**
**Up to 12% damage (4 hits x 3%)**
Jetta spins into a ball, bounces off the ceiling and then darts left or right.

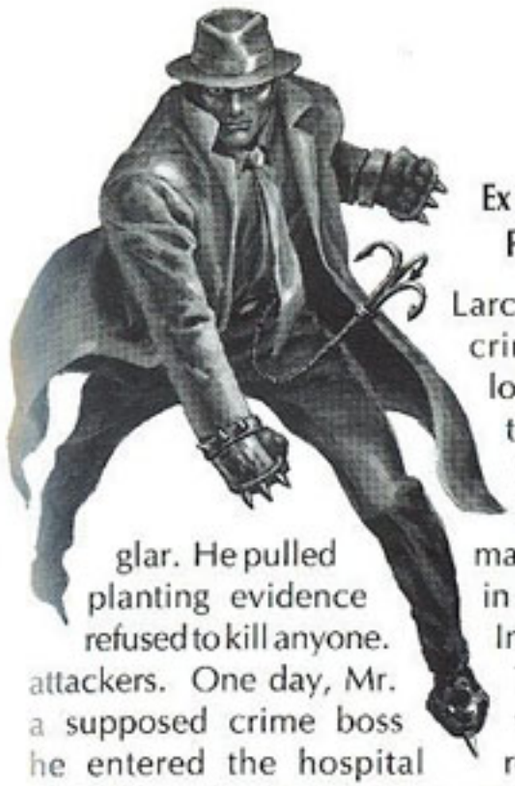
## Savate

Originating in France, Savate, with its foot and fist fighting style, emphasizes front, side and round kicks to the knee, shin and instep. The hands are kept open and low to defend against groin kicks. Palm heel strikes are used to attack the face, nose and eyes. Street fighters who practiced the art introduced both mid-level and high-level kicks.

## Pencak Silat

Pencak silat, the national fighting art of Indonesia, dates back to the 6th century A.D. By the 14th century, the form was the polished property of the nobility, and commoners were barred from learning its tactics. Baru silat, the Sumatran form, employs hand actions to block, parry and cover.





# LARCEN

**Larcen Tyler**
**Ex Cat Burglar — 1920 A.D.**
**Praying Mantis Kung Fu**

Larcen grew up idolizing crime bosses and street lords. As a youth, he went to work for Mr. Taglalini, the most powerful boss. Under his wing, Larcen developed into a masterful cat burglar. He pulled many jobs for Mr. Taglalini, including illegally planting evidence in other crime boss hideouts. But Larcen refused to kill anyone. Instead, he used martial arts to drop his attackers. One day, Mr. Taglalini sent Larcen to plant a package on a supposed crime boss who was recovering in the hospital. When he entered the hospital room, Larcen found the recovering Chief of Police, who had been wounded in an assassination attempt. Larcen immediately realized he had been set up and that the package contained a bomb. He tried to throw the package out of the window, but it was too late. The explosion killed Larcen, the Chief and most of the people in the hospital.

## Ratings

| | |
|---|---|
| SPEED: | ■■■□□ |
| ENDURANCE: | ■■■■□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■■■□ |
| DEFENSE: | ■■■■□ |
| EQUILIBRIUM: | ■■□□□ |

## Larcen — Special Moves

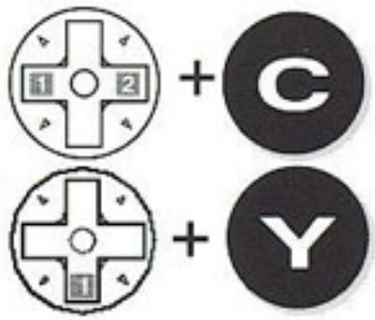
All moves use default controls and assume opponent is to the right.

**SLASH & TURN**
**Up to 15% damage (3 hits x 5%)**
Larcen tumbles and flips toward his opponent with blades extended.

**SAI THROW**
**11% damage**
Larcen launches a sai toward his opponent.

**SWINGING HAMMER FIST**
**16% damage (4 hits x 4% damage)**
In a speed burst, Larcen throws multiple power punches in a short time.

**CEILING CLIMB & DIVE**
**Climb: 0% damage**
**Drop: 15% damage**
Larcen crawls along the ceiling, then dismounts at an angle, attacking with claws and foot blades.




**LOW SWEEP**
**15% damage**
Larcen wraps his grappling hook around an opponent's legs.

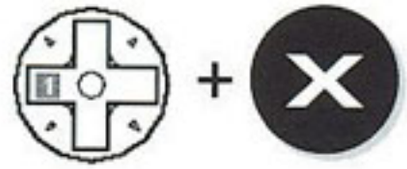
**POWER SWEEP**
**18% damage**
Larcen attaches his hook to the ceiling and swings feet first.

**AIR SWEEP**
**10% damage**
Larcen jumps back and throws his hook forward at the opponent.



## Larcen — Skill Moves

**REFLECT**
**0% reflect**
Reflects back most projectiles at twice their speed.



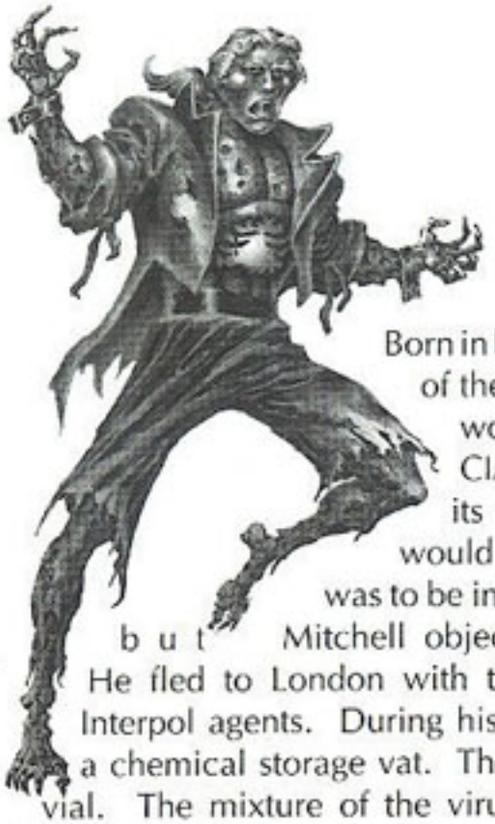

**MACHINE GUN BLITZ**
**Up to 15% damage (5 hits x 3%)**
An explosive, 5-strike attack.

**BACKFLIP KICK**
**Up to 15% damage (5% + 10%)**
Larcen flips backward to deliver a bone-cracking kick.

**MANTIS STRIKE**
**Up to 15% damage (3 hits x 5%)**
Jumping forward, Larcen delivers a battering kung fu knee strike.

## Praying Mantis Kung Fu

This southern style of kung fu was founded in the 17th century by Wang Lang. The system relies heavily on fierce grasping movements, clawing attacks, kicks and punches for both offense and defense. Legend has it that Wang Lang once captured a praying mantis, took it home and studied it. He then combined the movements of the mantis with monkey style kung fu to form his new system.



# MIDKNIGHT

**Mitchell Midleton Knight**
**Bio-Chemist — 2100 A.D.**
**Jeet Kune Do**

Born in London, Mitchell was one of the best bio-chemists in the world. While on loan to the CIA, Mitchell created a virus that weakened its victims to the point of death, where they would remain until given the antidote. The virus was to be introduced into the Viet Cong's water supply, but Mitchell objected to the extensive human destruction. He fled to London with the vial of virus, but was ambushed by Interpol agents. During his escape attempt, Mitchell plummeted into a chemical storage vat. The force of the impact burst the seal on the vial. The mixture of the virus and the chemical transformed Mitchell into a powerful, vampire-like creature. Mitchell, now known as Midknight, spent the next 133 years searching for a cure. He was deteriorating fast, since he refused to destroy another person to renew his own energy. He was about to solve the last hitch in the antidote when an Interpol agent ambushed him and drove a magnesium stake through his heart.

## Ratings

| | |
|---|---|
| SPEED: | ■■■■■ |
| ENDURANCE: | ■■■□□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■□□□ |
| DEFENSE: | ■■■■□ |
| EQUILIBRIUM: | ■■■□□ |



## Midknight — Special Moves

All moves use default controls and assume opponent is to the right.

### BEDAZZLE
**hypnosis**
Midknight shoots hypnotic eye-beams to summon his opponent.

X + Y + Z

### DOOM DOG
**Up to 15% damage (3 hits x 5%)**
Transforming into a huge wolf, Midknight pounces!

+ A + B

### CEILING RAM
**10% damage + STUN**
Midknight grabs opponents and slams them head first into the ceiling.

+ C

### LIFE DRAIN
**up to 15% health transfer**
Grabbing his opponent, the vampire sucks out the life energies, transferring them to himself.

+ X + Y + Z

### FLYING WALL SMASH
**13% damage + Wall Smash**
Midknight flies forward, fists extended, and rams the opponent.

### MIST ATTACK
**5% damage per hit, up to 15%**
Midknight vaporizes into deadly mist, and barrages the enemy with ghostly strikes.

### MANIFEST
**Reduce damage from enemies**
Summoning the power of the vampire, Midknight is supercharged and becomes resistant to damage.

## Midknight — Skill Moves

**DEMON FANG KICK**
**13% damage + wall smash**
From the air, Midknight executes a flying kick with vampiric ferocity.

In air,

**RAPID FIRE**
**Up to 15% damage (5 hits x 3%)**
An 5-hit blitz attack.

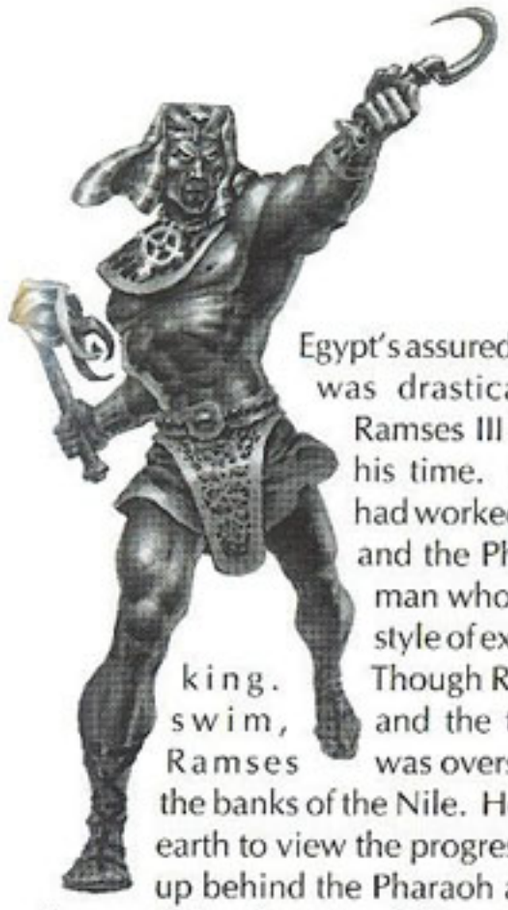
**SHOULDER ROLL/SIDE KICK**
**12% damage**
While close to an opponent, Midknight rolls up and over, delivering a blow to the back of the enemy's head.

**OVERHEAD STOMACH PUNCH**
**18% damage**
Midknight grabs opponents and, with a mighty punch to the midsection, sends them flying.

## Jeet Kune Do

This fighting style was conceived by the late martial arts legend Bruce Lee in 1967. Its name literally means "the way of the intercepting fist." Jeet kune do, unlike other martial arts, does not use a specific set of rules or techniques to establish a distinct method. Instead, it utilizes all ways and means to serve its end, therefore making it "free." As a martial arts form it possesses everything, while in itself it possesses nothing.



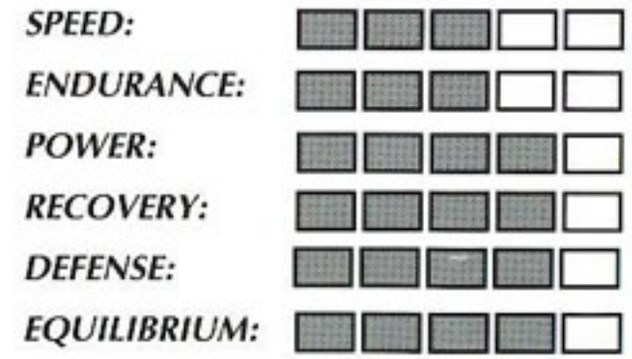


# RAMSES

**Ramses III**
**Pharaoh — 1151 B.C.**
**Hung-Gar Kung Fu**

Egypt's assured position as a world power was drastically undermined when Ramses III was assassinated before his time. Over many months, the cunning assassin had worked his way into a position of trust with Ramses, and the Pharaoh had no fear turning his back on the man who would end his life. The cruel killer chose a style of execution that was particularly terrifying to the king. Though Ramses was fearless, he had never learned to swim, and the thought of drowning haunted his dreams. Ramses was overseeing the construction of a new temple on the banks of the Nile. He had climbed a tall hill of freshly excavated earth to view the progress. The killer, with diabolical timing, snuck up behind the Pharaoh and pushed him into the swift waters. Had Ramses III lived to sire children and to rally his armies into beating back the invading Warriors of the Ancients, his descendants, the future Pharaohs, would have been able to stop Alexander the Great and his Roman legions from conquering Egypt.

### Ratings



## Ramses — Special Moves

All moves use default controls and assume opponent is to the right.

### SUN REFLECTION
**Up to 15% damage (5% + 10%)**
Ramses summons and reflects a beam of light, blasting his enemy.

### ANUBIS BLOCK
**reflect/invulnerability**
Ramses turns into a statue that reflects projectiles, punches and kicks.

### WRAP ATTACK
**10% damage**
Ramses tosses a magical cloth that envelops and damages enemies.

### TELEPORT
**0% teleportation**
Ramses warps through thin air from one spot to another, left or right depending on your controls.

### SNAKE ATTACK
**15% damage**
Ramses morphs into a great serpent and delivers a sneak attack.

### TORCH ATTACK
**12% damage**
Ramses transforms into living fire, rolling across the scene and scorching his enemies.

### HACK & SMACK
**Up to 16% damage (4 hits x 4%)**
Ramses wields his Blade and Flail in a 4-hit combination.



## Ramses — Skill Moves

### THUNDER LIZARD
**16% damage (4 hits x 4%)**
Fused with the spirit of the crocodile, Ramses delivers a crunching cartwheel kick and flail strike.

### JACKAL'S BITE
**11% damage**
The spirit of the ancient guard dog flies forth to deliver a ghostly bite.

### PHOENIX DIVE
**10% damage**
Fused with the spirit of the legendary firebird, Ramses dives at the enemy. Can only be used when Ramses is in the air.

### KING COMBO
**Up to 15% damage (5 hits x 3%)**
A powerful 5-strike attack.

## Hung-Gar Kung Fu

A style of Kung-Fu coming from the Shaolin-ai tradition of defensive arts. The system uses various movements which imitate animals such as the tiger, leopard, heron, monkey and dragon. Techniques of the staff and Nunchaku are included in this style. This style is a balanced mixture of internal and external fighting principles.

# RAVEN

**Raven Gindar**
**Voodoo Priestess & Healer**
**1820 A.D.**
**Hsing-I Kung Fu & Tae Kwon Do**

Descended from a long line of Arawak healers, Raven was herself a great healer in her tribe. She possessed a magical hourglass that let her control small segments of time. Yet she used it sparingly, because it sapped the life-force of its user. Raven, along with other Arawak women, was abducted by a Carib raiding party and taken to the island of Trinidad, where they became part of the village of Shengo. Over the years, Raven became highly respected for her magic healing abilities. The villagers revered her as a powerful voodoo priestess. Their admiration toward the young healer didn't sit well with the aging high priest, Raknook, who was feared for his use of black magic. One night, Raknook feigned illness and sent for Raven. As soon as she entered Raknook's hut, Raven sensed danger. Before she could react, Raknook cast a spell that turned the power of Raven's hourglass against her and transferred all her life energy into Raknook's withered body, killing Raven while it rejuvenated him.

## Ratings

| | |
|---|---|
| SPEED: | ■■■■■ |
| ENDURANCE: | ■■□□□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■■□□ |
| DEFENSE: | ■■■■□ |
| EQUILIBRIUM: | ■■■□□ |



## Raven — Special Moves

All moves use default controls and assume opponent is to the right.

### TIME SMASH
**Up to 15% damage**
**(1 sec = 5%, 2 = 10%, 3 = 15%)**
Raven hurls her hourglass with explosive effect.

**Hold down** X + Y **then release**

### VOODOO ATTACK
**Up to 15% damage**
Rave produces a voodoo doll of the enemy and punches it repeatedly.

**Hold down** A + C **then release**

### TIME ADD/SUBTRACT
**0% Affect Timer**
Tossing her hourglass into the air, Raven adds or subtracts 10 seconds.

+ A + B **Adds time**

+ B + C **Subtracts time**

### DOUBLE FANG KICK
**Up to 18% damage**
**(6 hits x 3%)**
Raven delivers 6 quick kicks to the opponent.

**Quickly tap** A + B + C

### CREATE VOID
**Up to 16% damage**
Raven summons a temporary black hole that sucks in opponents, damaging them until it disappears.

### TIME SPLIT
**0% multi-teleport**
Via her hourglass, Raven teleports around the field several times, escaping damage and committing sneak attacks.

### DESTABILIZE TIME
**0% slow opponent**
Raven's hourglass slows everything around her, including her opponents.

## Raven — Skill Moves

**TIME FOLD**
**0% reflect X2**
Raven creates a time shield that reflects projectiles and sends a second blast as it collapses.

**SERPENT RAINBOW**
**Up to 16% (8% + 8%)**
Raven's leg tattoo comes alive, stopping aerial attacks and hitting opponents in front of Raven.

**RAVEN'S FURY**
**Up to 15% damage (3 hits x 5%)**
In the spirit of her fierce namesake, Raven dives at the enemy from the air.

**MAMBO COMBO**
**Up to 15% damage (5 hits x 3%)**
A 5-strike kicking attack.

## Hsing-I Kung Fu

Hsing-I is a Chinese boxing style of Taoist origin and development. It is devoted to the importance of uniting the body and the mind as one. Hsing-I is considered one of the three classical internal arts. These arts are based on the cultivation of chi, which is the raw power of inner-strength. Hsing-I combines this metaphysical practice with physical movements derived from the five Chinese elements and the characteristics and movements of animals.

## Tao-Kwon-Do

'Tao' foot; 'Kwon' fist; 'Do' way. A Korean form of Karate, created in 1955 from the old training system of martial arts, Tae-Kyon, 'unarmed combat'. Based on an original Korean martial art of Hwa-rang, it was combined with Karate and Kempo during the Japanese occupation. The outcome is a combined art that concentrates on defense first and shuns the idea of leading the attack.

# R.A.X.

**R.A.X. Coswell**
**Cyber-Fighter — 2345 A.D.**
**Muay Thai Kickboxing**

R.A.X. was originally a world-class human kickboxer. But as human competition dwindled, R.A.X. underwent painful surgery to become a cyborg and compete in the new sport of cyber-fighting that swept the world. His goal was to become the world champion. But during the title bout, R.A.X.'s promoter traded his life for a bet. An advanced electronic virus planted in R.A.X.'s brain shut down all his vital systems seconds before he could deliver the fatal blow to the reigning champion.

## Ratings

| | |
|---|---|
| **SPEED:** | ■■■□□ |
| **ENDURANCE:** | ■■■■■ |
| **POWER:** | ■■■■□ |
| **RECOVERY:** | ■■■□□ |
| **DEFENSE:** | ■■□□□ |
| **EQUILIBRIUM:** | ■■■■□ |

## R.A.X. — Special Moves

**LOCK AND LOAD**
**10% damage + instant dizzy**
R.A.X. locks-on to his opponent, then fires an energy bolt.

**CYBER PUNCH**
**14% damage**
R.A.X. overloads his arm to deliver an awesome punch.

**JET KNEE SMASH**
**15% damage + wall smash**
With knee extended, R.A.X. jets across the scene to deliver a crushing blow.

**OVERLOAD**
**15% damage**
R.A.X. completely overloads his system and launches a speeding energy ball that causes extreme damage on contact.

**AIR JETS**
**5% flame damage**
R.A.X. ignites his jump jets and hovers off the ground for a short time.

**CYBER KICK**
**13% damage**
In a move similar to the cyber punch, R.A.X. overloads his leg to deliver a devastating kick.

**SHOCKWAVE**
**12% damage**
R.A.X. summons a blast of electricity, then slams down his fist, sending a shockwave across the ground.



## R.A.X. — Skill Moves

**ATOMIC KNEE**
**Up to 15% damage (3 hits x 5%)**
R.A.X. uses his cybernetic knee to strike up at an angle.

**THRASH 'N' BASH**
**Up to 15% damage (5 hits x 3%)**
A R.A.X. blitz!

**JET UPPERCUT**
**12% damage**
R.A.X. delivers a cyber-powered uppercut with his jet boots.

**TURBINE**
**0% invulnerability/escape**
R.A.X. escapes tight situations by using his jets to spin in place and suck in nearby opponents or projectiles. Opponents are thrown to the opposite side of the turbine; projectiles are neutralized.

## Muay Thai Kickboxing

Muay Thai kickboxing is a mixture of powerful kicks and devastating body blows. The fighter uses fists, feet, knees and elbows to cause damage to the opponent. Kicks deliver massive blows to the opponent's legs, knees and thighs, making muay thai one of the bloodiest fighting styles in use today. It ranks as the most popular spectator sport in Thailand.

# RIPTIDE

**Sophia deMedici**
**Pirate — 1566 A.D.**
**Kajukenbo**

Once a member of the infamous Italian deMedicis, Riptide ran away from the family to escape an arranged marriage. She had no choice but to begin life anew in a place where she would never be discovered. Sophia used the money she had spirited away to buy a ship and compete with the pirate corsairs, who were at the height of their sea-faring dominance. As Riptide, she soon became the most feared female pirate on the water. A single man caused her doom. Hanibal was not only a pirate, he also controlled powerful crime mobs around the world. When crossed, Hanibal avenged himself not only on his enemies, but on their entire families. During a nighttime raid, Riptide uncovered some of Hanibal's buried treasure. He caught her and killed her with a shovel blow to the head. Then, in a rage, Hanibal destroyed the entire deMedici family, thus preventing all hope of a future Italian renaissance.

## Ratings

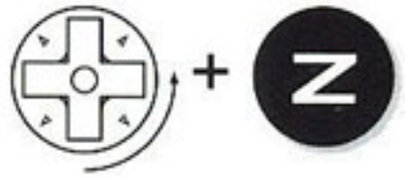
| | |
|---|---|
| SPEED: | ■■■■□ |
| ENDURANCE: | ■■■□□ |
| POWER: | ■■■□□ |
| RECOVERY: | ■■□□□ |
| DEFENSE: | ■■■■□ |
| EQUILIBRIUM: | ■■■■□ |



## Riptide — Special Moves

### THUNDER CLAP
**10% damage + stun**
Riptide stuns her enemies by roughly clapping them on the ears.

### EAGLE TALON
**Up to 16% damage (4 hits x 4%)**
Riptides deadly 4-strike attack.




### SEA LEGS
**Remaps opponent's D-Pad**
Riptide summons a sphere of water that crashes into her opponents.

### GROUND KRISS BLADE
**10% damage**
Riptide throws a dagger forward or up.

**Forward**

**Up diagonal**

### WHIRLWIND TELEPORT
**teleport**
Riptide disappears and reappears in a cyclone of wind.

### FOG TRAP
**12% damage**
Riptide calls up a blinding fog and hurls it at her opponents.

### AIR KRISS BLADE
**10% damage**
From the air, Riptide throws a dagger forward or down.

## Riptide — Skill Moves

### FLASHING DAGGERS
**Up to 15% damage (5 hits x 3%)**
A slashing 5-hit attack.

### CROW'S NEST
**15% damage**
**(10% for hit; 5% for landing)**
Riptide delivers a terrible double uppercut that punches her enemy high into the clouds.

### WHIRLPOOL REFLECT
**0% reflect**
Riptide morphs into a living whirlpool that catches and reflects projectiles.

### TIDAL PUNCH
**12% damage**
With her punch, Riptide summons the force of a crashing wave.

## Kajukenbo

This fighting style was developed in Hawaii, and is considered the only U.S. developed martial art. The name contains the abbreviations for four fighting styles: karate, jujitsu, kenpo and bojitsu. Five masters worked to develop this art, each from a different style. The final result is a fighting style that can attack with a wide variety of strategies, speed and strengths. Whether the fight is in the air, face to face, or on the ground, Kajukenbo has a move and a strategy to match it.

# SHADOW

**Shadow Yamoto**
**Ninja Assassin — 1993 A.D.**
**Taijutsu & Ninjitsu**

Shadow was the best corporate assassin in the Black Orchid Corporation. She performed a variety of tasks from individual elimination jobs to ending large corporate takeovers. She was a true star at the Black Orchid headquarters. She never thought about the morals of her occupation, until she learned that if a job was not completed to corporate satisfaction, a killer just like herself would in turn eliminate her. When she realized the value of her own mortality, she could not bring herself to destroy others. Since the corporation did not allow resignations, it arranged for her to fall from the 101st floor of the Black Orchid building. This stopped her from revealing to the world the dark secrets of the Black Orchid and other corporations like it.

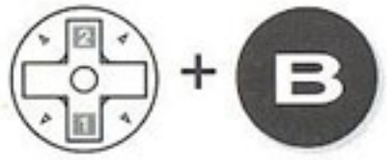
## Ratings

| | |
|---|---|
| SPEED: | ■■■■□ |
| ENDURANCE: | ■■■□□ |
| POWER: | ■■■□□ |
| RECOVERY: | ■■□□□ |
| DEFENSE: | ■■■■■ |
| EQUILIBRIUM: | ■■■■□ |

## Shadow — Special Moves

### SHADOW PUNCH
**Up to 15% (7% + 8%)**
**+ wall smash**
Shadow leaps forward and delivers a mystical ninja punch.

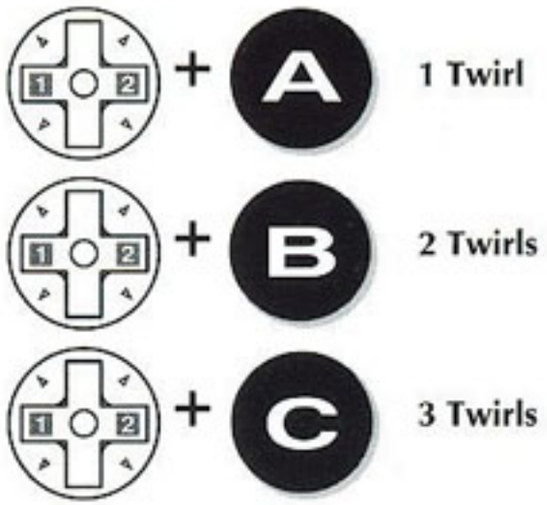
### HIGH JUMP ANGLE KICK
**12% damage**
Shadow performs a super high jump and downward attack at a severe angle.



### TWIRLING FAN ATTACK

**Up to 20% damage (5% damage per twirl + 2% fan strike)**

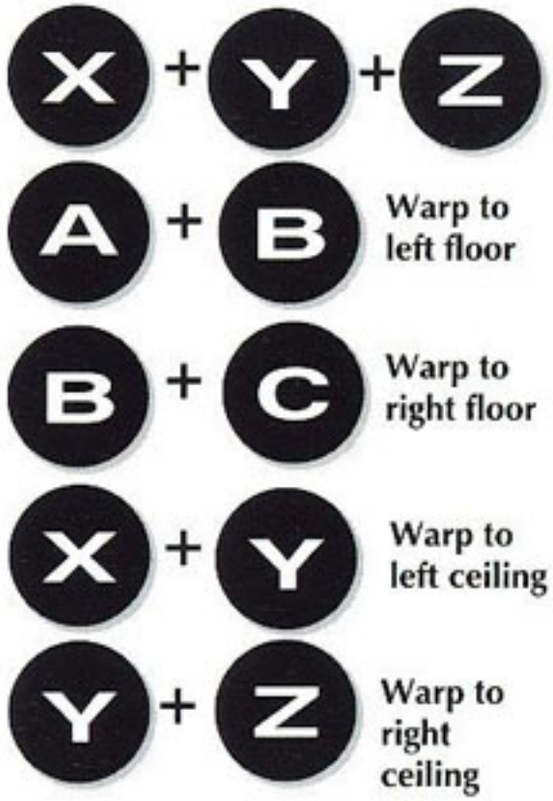
Shadow performs a cartwheel, ending with a razor-sharp fan attack.




### SMOKE SCREEN

**0% teleportation**

Shadow disappears and reappears in different areas of the scene. If no direction combos are used, Shadow materializes next to her opponent.




### SHADOW MODE

**0% invulnerability**

Shadow becomes a "shadow" and attacks without fear of injury. This effect last for 5 seconds.

### FLYING MINE UZUME-BI

**15% damage**

Shadow throws an auto-locking mine that explodes on impact with the opponent.

### NINJA WEAPONS

**11% damage**

Shadow has a knife, a shuriken and a smoke bomb at her disposal.





### FAN BLOCK

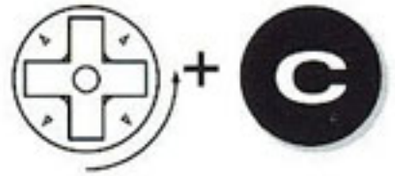
**Reflects attack**

Shadow blocks enemy attacks with her iron fan.

### ROCK & ROLL

**Up to 16% damage**

Shadow tumbles forward and behind her enemy, then grabs her victim and executes several nasty elbow smashes to the back of the head.




### BANZAI BLITZ

**Up to 15% damage (5 hits x 3%)**

A 5-strike blitz attack.

### FLYING STEP TOBI ASHI

**8% damage**

Shadow executes a high-speed sweep/slide.

## Taijutsu

Taijutsu is a system of unarmed combat similar to jujutsu, and is a forerunner of modern judo.

## Ninjitsu

Ninjitsu is the feudal Japanese discipline embracing bushido, espionage, commando warfare, occult powers and numerous martial arts practices. Due to many territorial and religious wars, Japanese mountain mystics were forced to develop the art to protect their families.

The ninja, the practitioner of ninjitsu, is the cultural opposite of the samurai. The ninja not only masters traditional weapons, but is also adept at using daggers, dirks, darts, shurikens (throwing stars), brass knuckles, caltrops (spiked metal throwing weapons), smoke bombs and a variety of poisons.

# SLASH

**Slash**
**Prehistoric Hunter — 50,000 B.C.**
**Pain**

Slash was always advanced. He was the greatest hunter and the best fighter of his generation. These skills didn't come just from his great strength, but also from the emergence of an early intelligence. Slash used this intelligence in his fighting, and he was able to out-think most of his opponents. His intelligence also got him into trouble. The cave elders resented Slash for his advanced thinking skills. They rejected every idea he suggested to them, including an agricultural plan that would free the clan from its enslavement to a life of drudgery as hunter-gatherers. The elders turned down the idea at once, since they saw no value in free time and enjoyed the violence of the hunt. One day, when Slash publicly spoke against the elders in a clan meeting, he was stoned to death by the clan when the elders proclaimed him to be an evil force.

## Ratings

| | |
|---|---|
| SPEED: | ■■■□□ |
| ENDURANCE: | ■■■■□ |
| POWER: | ■■■■■ |
| RECOVERY: | ■■■■□ |
| DEFENSE: | ■■□□□ |
| EQUILIBRIUM: | ■■■□□ |



## Slash — Special Moves

**BONE BREAKER**
**16% damage + stun**
From the air, Slash jumps on his opponents, knocks them to the ground and then stomps on their fallen bodies

In air,

**DE-CLAW**
**12% damage**
From his club, Slash launches a sharp claw at his opponent.

**RUNNING HEAD BUTT**
**15% damage + wall smash**
Slash charges the opponent and head butts at great speed.

**POWER THUD CLUB SWING**
**Stun**
Slash jumps into the air, then smashes into the ground with his club, causing an earth tremor that knocks opponents off their feet.

In air,

**FIRE CLUB**
**12% damage**
Slash shoots a stream of fire from his club.

**ICE CLUB**
**freeze**
Slash freezes his enemies with a spray of ice from his club.

**SPINAL CRUSH**
**Up to 16% damage (4 hits x 4%)**
Slash grabs onto the opponent's waist with his feet and pounds the enemy's head with his club. The beating lasts for several blows or until the opponent shakes free. Slash must be within throwing range to perform this move.

## Slash — Skill Moves

**BAT-BACK PROJECTILE**
**0% reflect**
With his club, Slash bats away projectiles.

**CAVEMAN BEATING**
**Up to 15% damage (5 hits x 3%)**
A rapid, 5-strike attack.

**DOUBLE FOOT KICK**
**11% damage**
Slash does a back flip while rapidly attacking with his feet.

**CLUB DIVE**
**12% damage**
Slash leaps at and over his enemies, beating them as he passes.

## Pain

This fighting style uses any move or attack that will cause pain or inflict damage. This includes eye poking, neck throttling, nostril pulling and hair yanking. The most common weapon is a large wooden club, which early hunters could wield very effectively. One technique involves the spinal crush, in which the attacker jumps onto a foe and smashes the victim's head, compressing the spinal column. Another technique uses the club as a "push off" lever for a high two-footed attack.

# TRIDENT

**Trident**
**Gladiator — 110 B.C.**
**Capoeria**

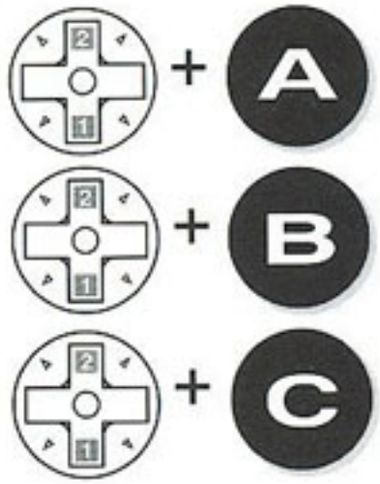
During Trident's life, the people of Atlantis lived above the water. They studied science, while their neighbors, the Romans, perfected the art of war. The Atlantians competed with the Romans to see which race would control the Earth's surface and which would be plunged into the ocean's depths. The Atlantians built great enclosed environments that would support life in the watery depths, and created a compromise that would allow both races to live above the water as well as below. The Romans would have no part of it, but agreed to settle the dispute with a fight. The victor's race would remain on land, while the loser's race would sink into the depths of the ocean. The Atlantians reluctantly agreed to the battle. They created Trident to save them from the fate that awaited them. The Romans rigged the fight and crushed Trident beneath a large stone pillar. Due to his loss, the Atlantians had no choice but to assemble in their environments and face the cold waters that awaited them.

## Ratings

| | |
|---|---|
| SPEED: | ■■■■□ |
| ENDURANCE: | ■■□□□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■■□□ |
| DEFENSE: | ■■■□□ |
| EQUILIBRIUM: | ■■■■■ |

## Trident — Special Moves

### WAVEMASTER
**Teleportation**
Trident disappears in a huge wave, dissolves into the ground, and then reappears somewhere else.




### SPINNING TRIDENT
**up to 20% damage**
Trident extends his arm with its razor-sharp blades spinning, capable of extreme damage.

### PLASMA BOLT
**15% damage + dizzy**
Trident focuses all his force fields into a single intense energy bolt.

### BIO-STUN FIELD
**0% Freeze**
Trident is surrounded in a green cloud. Opponents who touch the nebula are engulfed in a green glow that stuns them for 4 seconds or until they are hit.

### REPULSER FIELD
**0% Repulsion**
Trident is surrounded with a yellow cloud that pushes opponents away. During the effect's 8-second duration, it is nearly impossible to reach Trident.

### BIO-DRAIN FIELD
**0% weakens opponent**
Trident is surrounded in a red cloud. Opponents who touch the nebula are engulfed in a red glow that limits their attacks to 50% of their normal damage.



### DEPTH CHARGE FIELD
**0% Slows Opponent**
Trident is surrounded with a blue cloud. Opponents who touch the cloud are engulfed in a blue glow and move as though underwater.

### LIQUID MODE
**0% invulnerability/escape**
Trident transforms into water and passes through solid objects. Use this move to escape from corners.

## Trident — Skill Moves

### WHIRLPOOL KICK
**Up to 18% damage (6 hits x 3%)**
Trident thrusts his trident into the ground, and spins with legs extended

### NEPTUNE'S FURY
**Up to 15% damage (5 hits x 3%)**
A furious 5-hit attack.

### TIDAL WAVE
**10% damage + hard punch if close**
Trident summons a wave from the depths of Atlantis, then hurls it forward.

### SLASH SPIN
**Up to 15% damage (5 hits x 3%)**
Trident curls into a ball and rolls forward or backward, trident extended.

## Capoeria

This Brazilian fighting style was founded over three centuries ago by African slaves. It is believed to have been originated by blacks in Angola, who performed the movements as a religious dance. In the 16th century, this "dance" was adapted into a fighting art as a defense against the brutal slave traders. Capoeria is beautiful to watch because of its graceful cartwheels, handstands, handsprings, sweeps and flips. This grace combined with strength makes this art lethal. Practitioners of this art are adept at evading attacks and countering with hands and feet. The foot motions involve a great deal of leg sweeps, leg blocks and kicks while in a handstand.

# XAVIER

**Xavier Pendragon**
**Warlock/Alchemist — 1692 A.D.**
**Hapkido Cane Fighting**

Xavier always made poor career choices, but nothing prepared him for his final job. After a failed blacksmithing attempt during which he nailed hot horseshoes to the mayor's prize horse, he had to find a new job. Xavier's only interest was science, so he decided to try his hand at alchemy. His goal was to crack the age-old problem of finding a formula for turning lead into gold. After much study, Xavier found not the formula for gold, but a way to create an unlimited clean-running source of energy. Alchemy gave Xavier a great power, but before he could begin to use and document it for future generations, the people of Salem burned him at the stake as a warlock. While some of Xavier's powers could have been mistaken for witchcraft, they are all based on real science.

## Ratings

| | |
|---|---|
| SPEED: | ■■■□□ |
| ENDURANCE: | ■■■□□ |
| POWER: | ■■■■□ |
| RECOVERY: | ■■□□□ |
| DEFENSE: | ■■■■■ |
| EQUILIBRIUM: | ■■■■□ |



## Xavier — Special Moves

### PHANTOM STRIKE
**15% damage**
Xavier conjures up a dimensional portal and thrusts his cane into it. The portal then appears near the enemy and the cane thrusts through, stabbing the opponent.

X + Y

### DRAGON TRAP
**15% damage**
Xavier animates his cane and sends it to attack the opponent. The cane crushes and bites for several seconds or until it is shaken off.

1 2 + Z

### ATTRACT & SMACK
**12% damage**
Xavier grabs an opponent from a distance, then draws in and smacks the enemy in the head with his cane.

A + B + C

### MIDAS TOUCH
**0% freeze**
Xavier turns the opponent into gold. The effect lasts for 4 seconds or until the opponent is hit.

1 2 + Y

### SWAP SPELL
**0% invulnerability/escape**
Xavier switches places with the opponent. This spell effectively makes opponents get hit by their own projectiles.

### POSSESION
**0% switch bodies**
Characters switch bodies for a short time, but still damage each others 'soul' when hiding their own bodies.

### CONFUSION SPELL
**remaps d-pad**
Xavier places the opponent in a state of confusion; the opponent's controls are scrambledfor a full 5 seconds.

## Trident — Skill Moves

**MYSTIC SHIELD**
**Reflects attack**
Xavier reflects attacks with his magical cane.

**WIZARD'S WRATH**
**Up to 15% damage**
**(5 hits x 3%)**
A 5-strike blitz attack.

**SNAP BACK**
**10% damage**
Xavier strikes from a distance by extending the end of his cane to twice its normal length.

**DRAGON'S BITE**
**Up to 15% damage**
**(3% + 3% + 9%)**
Xavier delivers a nasty uppercut with his cane.

## Hapkido Cane Fighting

Hapkido is a Korean martial art founded by Yong Shul Choi. Its style is a selective combination of several martial arts systems: power from karate, leverage from judo and *ki* (spirit) from aikido. Hapkido is distinguished by three essential techniques: passivity when opposing force, circular movements for countering and attacking, and absolute penetration of the opponent's defenses. For instance, if the force is strong, it must be met with a soft reception; if the force is weak, it must be met with a strong reception. This union of techniques establishes a fluid and perpetual rhythm as well as constant mobility. Almost all hits and defensive actions are performed with the cane, which is used in place of the arms and legs.



# ETERNAL CHAMPIONS CHALLENGE FROM THE DARK SIDE

## Developed by Sega Interactive Development Division

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|---|---|
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| *Designer & Executive Producer* | Michael Latham |
| *Producer* | John Brandstetter |
| *Assistant Producer* | Erik Fugelton Wahlberg |
| *Technical Director* | Mike Terlecki |
| *Music Director* | Tristan des Pres |
| *Music* | Tristan des Pres |

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|---|---|
| *Guitars* | Jeff Snider |
| *Drums & Percussion* | Calvin Lakin |
| *Game Sound Effects* | Dave Delia, Jim Dobson, Jeffrey Tveraas |
| *Voice Actors* | DMP Studios, Jeffrey Tveraas, David Delia, Carolyn des Pres, Jim Dobson |
| *Product Manager* | John "Cha-Ching" Garner |
| PR Coordinator | Terry "Party Woo" Tang |
| Test Manager | Mike Weiner |
| On-Site Testers | Rey Alverez, Janine Cook |
| Lead Tester | Anthony Lynch |
| Assistant Leads | Rick Greer, Mark Griffin, Chris Lucich |
| Testers | Dermot Lyons, Emily Albertson, Timothy Spengler, Marc Dawson, Todd Morgan, Mark Paniagua, Atom Ellis, Michael Baldwin, Christine Watson, Blair Bullock, Maria Tuzzo, Janine Cook, Jeff Loney, Lance Nelson, Tracy Johnson, Kim Rogers, Matt Underwood, Steve Bourdet, Darin Johnston, Sam Saliba, Gregg Vogt, John Amirkhan, Dave Parkinson, David Wood, Jeff Junio, Stan Weaver, Mike Williams, Mark Subotnick, Fernando Valderram, Arnold Feener, John Melchior, Rachel Bristol, Lorne Asuncion, Jeff Kessler, Joel Breton, David Dodge, Michael Weiner, Don Carmichael, Aaron Bandur, Peter Clark, Aaron Drayer, Sean McInnes, Randy Norfleet, Robert Owen, Edward Chennault, Armando Anguiano, Charles Artoux, Renata Bailey, Chris Charles, |



Robert Deloach, Rob Flores, Steve Rapp, Leonard Sayers, Ken Spalasso, Erik Larsen, Dan Pendergast, Jennifer Vernon, Phil Co, Andrew Stess, Peter Golyn, Jeff Jones, Howard Gipson, Alfred Dutton, Nick Katakis, Jason Friedman, Lloyd Kinoshita, Eric Simonich, Sean Doidge, Sancho Martinez, Edward Riel, Robert Buckingham, Nathan Tan, Dan Webber, Jeffrey Martin, Doug Smith, Nathan Clark, Dana Green, Mike Herauf, Roger Somerville, John Ries, Randy Smaha, Matt Stipicevich, Mark Pentek, Amber Junier, Kerry Kirkham, Morgan Weiss, David Paniagua, Noah Mackenzie, Erik Griss, John Demakas, Len Jung, Jeff Hedges, Mark Vitello, Danny Lam, Tim Turner, Ly L:y, John Maclachlan, Scott Morris, Nicole Tatem, Gerry Langford, Todd Slepian, Sean Potter, Erik Thompson, Eugene Valenzuela, Nelson Chiu, Niklaus Daniels, Mike McCollum, Abraham Navarro, Dylan Manger, Mike Borg

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|---|---|
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# NOTES



# LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

**1-800-872-7342**

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

## Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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TEEN T AGES 13+

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